

## WHAT IS CLAIMED IS:

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1           1. A virtual world system having a server computer, and a  
2 plurality of terminal computers connected to the server computer,  
3 wherein avatars of operators of the terminal computers are displayed in a  
4 virtual world generated on the server computer, and they are caused to  
5 act on the basis of operations from the terminal computers, comprising:

6           object offer means for offering virtual objects to the operators of  
7 said terminal computers;

8           object transmission means for transmitting the offered objects to  
9 said server computer;

10          object storage means for receiving said objects, and for storing  
11 them in association with said operators of said terminal computers having  
12 transmitted them; and

13          object display means for displaying the stored objects in the  
14 virtual world on the basis of the operations of said operators.

1           2. A server computer having virtual world generation means for  
2 generating a virtual world, and for outputting symbols to act in the  
3 virtual world in accordance with operations from participant terminals, to  
4 the participant terminals, comprising:

5           an object record area in which data concerning objects available in  
6 said virtual world are stored in conformity with a predetermined data

7 format;

8 object display means for displaying the objects in said virtual  
9 world by reference to said object record area; and

10 object data acceptance means for accepting from the participants  
11 the object data recorded in the predetermined data format, and for  
12 recording the accepted object data in said object record area.

1 3. A server computer as defined in Claim 2, wherein:

2 said object data acceptance means records said accepted object  
3 data in said object record area in association with said participants  
4 pertinent to said object data; and

5 said object display means refers to the recorded object data on the  
6 basis of the operations from the associated participants.

1 4. An information processor comprising:

2 game offer means for offering a game which presents a problem to  
3 a player, and which awards a virtual object to the player when the  
4 problem has been cleared;

5 the object to-be-awarded having been recorded in said  
6 predetermined data format mentioned in Claim 2; and

7 transmission means for transmitting the awarded object to said  
8 server computer as defined in Claim 2.

1 5. An information processor as defined in Claim 4, further  
2 comprising:

3 means for permitting said player to access said server computer as  
4 defined in Claim 2, and to participate in said virtual world generated on  
5 said server computer; and

6 means for making said awarded object available to the operator in  
7 said virtual world in which he/she has participated.

1 6. A program for causing an information processor to execute a  
2 game which presents a problem to a player, and which awards a virtual  
3 object to the player when the problem has been cleared; wherein

4 the object to-be-awarded has been recorded in said predetermined  
5 data format mentioned in Claim 2; and

6 said program causes the information processor to execute a  
7 transmission process for transmitting the awarded object to said server  
8 computer as defined in Claim 2.

1 7. A program as defined in Claim 6, further causing said  
2 information processor to execute:

3 a process for permitting said player to access said server computer  
4 as defined in Claim 2, and to participate in said virtual world generated  
5 on said server computer; and

6 a process for making said awarded object available to the operator  
7 in said virtual world in which he/she has participated.

1 8. A program for causing an information processor to execute a  
2 process which accepts an operation from an operator, and which creates a

3 virtual object on the basis of the operation, said program causing the  
4 information processor to execute:

5 a process for recording the created object in conformity with said  
6 predetermined data format as mentioned in Claim 2; and

7 a transmission process for transmitting the recorded object to said  
8 server computer as defined in Claim 2.

1 9. A program as defined in Claim 8, wherein:

2 an attribute is set for said object which is transmitted to said  
3 server computer; and

4 a mode in which the operator uses said object in said virtual world  
5 is determined based on the attribute.

1 10. An information processor-readable recording medium in  
2 which said program as defined in any one of Claims 6 through 9 is  
3 recorded.

1 11. A virtual world offering method which generates a virtual  
2 world on a server computer connected to a computer network, and which  
3 outputs symbols to act in the virtual world in accordance with operations  
4 from participant terminals, to the participant terminals, wherein:

5 when data concerning objects available in said virtual world have  
6 been accepted in a predetermined data format from the participants;

7 the objects are registered as possessions of the pertinent  
8 participants, and are handled as objects available to said pertinent

9 participants in said virtual world.

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